

May 6, 2002

Charitable Gaming Directive No. 5.03.01

Raffle (Daily 3/Daily 4)

BACKGROUND

General Rule 101(1)(e) defines a raffle as: "... an event for which raffle tickets are sold, a winner or winners are determined, either by randomly selecting stubs from all of the raffle tickets sold for an event or by an alternative method that is approved [in writing] by the bureau, and at which a preannounced prize is awarded."

Raffle Rule 508(1) states: "An alternative method of determining a winner may be used with the prior written approval of the bureau."

The Lottery conducts two drawings each day for the Daily 3 and Daily 4 lottery games. Some organizations use these drawings to determine the winners of their raffles. The Daily 3 requires the organization to sell a maximum of 1,000 tickets. The Daily 4 requires up to 10,000 tickets be sold.

All Daily3/Daily4 raffles meeting the following terms and conditions are approved.

TERMS AND CONDITIONS

- 1. The tickets must indicate whether the raffle will be utilizing the midday or evening drawing.
- 2. The raffle ticket must include the following disclaimer: "If the raffle ticket for the daily number has not been sold, a drawing from the pool of raffle tickets stubs for the tickets sold will take place at [specify location] between [(1 p.m. -1:30 p.m.) or (7:30 p.m. 8 p.m.)] the same day."
- 3. Use of the term "lotto" or "lottery" on the tickets is prohibited.
- 4. There shall be no multiple winners on the same combination of numbers.
- 5. Ticket purchasers cannot choose their numbers; all numbers must be randomly assigned.
- 6. The prize(s) stated must be awarded; no prize can revert to the licensee.
- 7. If the ticket for the Daily3/Daily 4 has not been sold, the winner shall be determined by a traditional raffle drawing on the scheduled date and time.
- 8. The method by which the Daily 3/Daily 4 raffle will be conducted must be included in the house rules in accordance with Raffle Rule 510.

Signed copy available upon request	
James E. Kipp, Acting Commissioner	Date